NES-05-USA

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Nintendo ENTERTAINMENT SYSTEM®

GAME PAK INSTRUCTIONS

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Masters of the Game™

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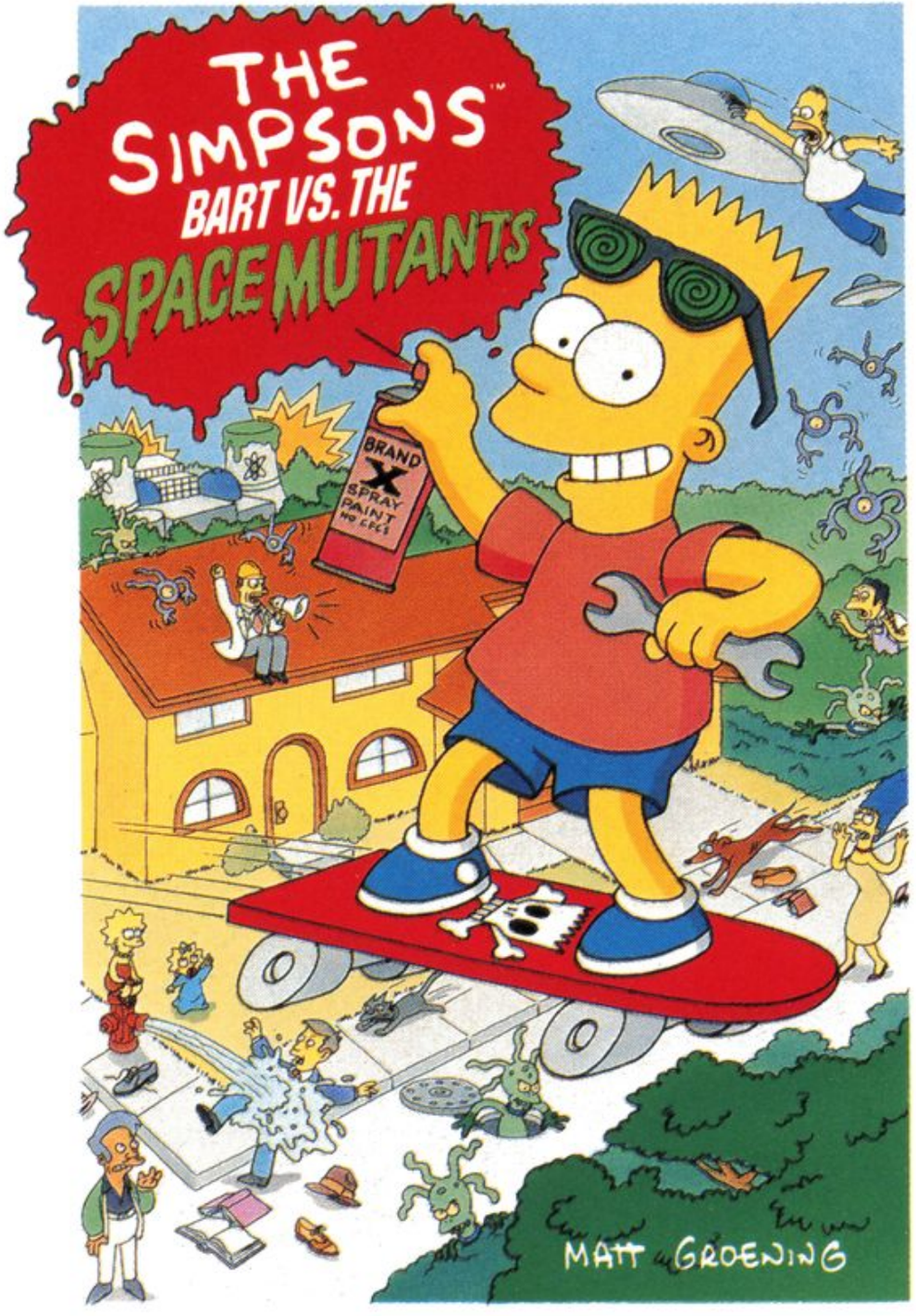
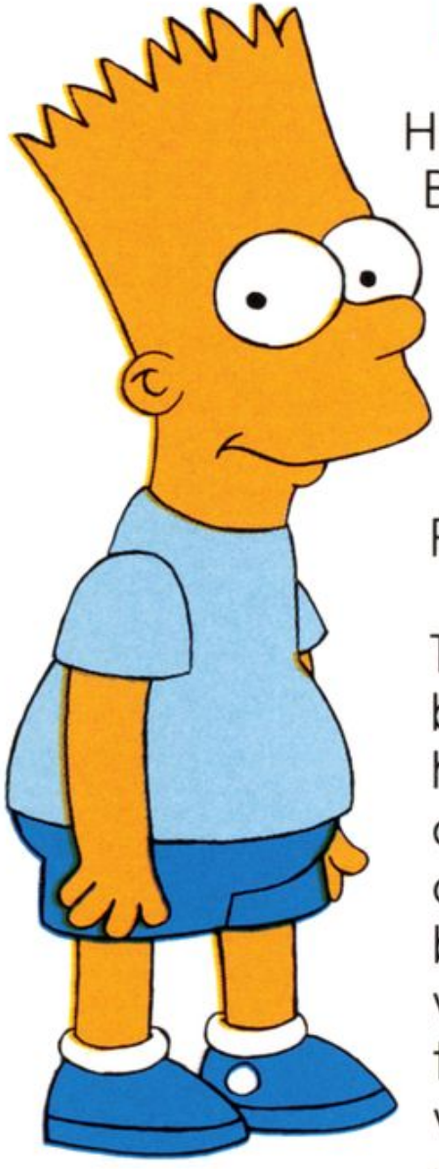


A WORD FROM BART SIMPSON



Hello, fellow humans! Bartholomew J. Simpson here, with a very important secret: SPACE MUTANTS ARE INVADING SPRINGFIELD!

That's right, man! A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!

Pretty cool, huh?

Anyway, yours truly is the only one who can see `em `cause of my X-Ray glasses-so it's up to me to stop `em! I've gotta spraypaint things, get radical on my skateboard, use my trusty slingshot and in general, behave like a nuisance, man.

Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!

So if you're a decent person, a patriot and somebody who cares about this sorry planet, you'll do the right thing. Save the Earth!
PLAY THIS GAME!

Thanks, man.

GETTING STARTED

1. Make sure the power switch is OFF.

2. Insert THE SIMPSONS: BART VS. THE SPACE MUTANTS cartridge as described in your NINTENDO ENTERTAINMENT SYSTEM® manual.

3. Turn the power switch ON.

TO START: Press START to begin the game. The A BUTTON will move you quickly through the introductory screens.

THE CONTROLS

The following illustration shows you how to move Bart and control his actions throughout the game.

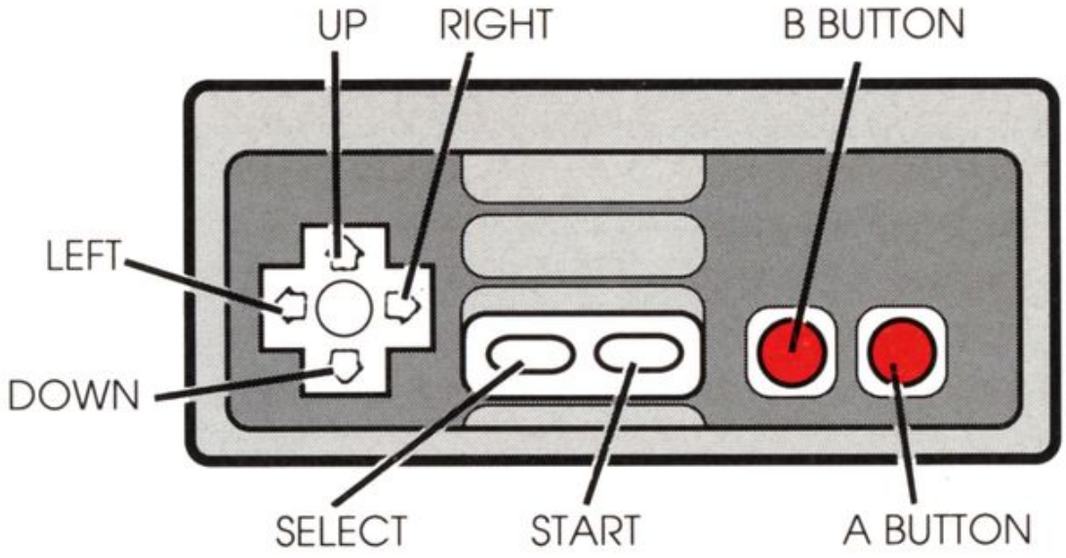
TO MOVE - Press the CONTROL PAD ARROWS RIGHT, LEFT, UP, or DOWN.

TO JUMP - Press the A BUTTON.

TO JUMP HIGHER - Keep holding

down the A BUTTON.

FOR A SUPER LONG JUMP -
Press both the A BUTTON and B BUTTON at the same time.
(Make sure you press the A BUTTON just before you press the B BUTTON, especially when holding a weapon. Otherwise you'll waste a shot.)



TO WALK FASTER - Hold down the A BUTTON while moving.

TO SHOOT WEAPONS OR SPRAYPAINT - Press the B BUTTON.

TO SCROLL THROUGH THE INVENTORY AND SELECT AN ITEM -
Press SELECT.

TO SCROLL THROUGH THE INVENTORY IN REVERSE ORDER - Hold down the DOWN ARROW and press SELECT.

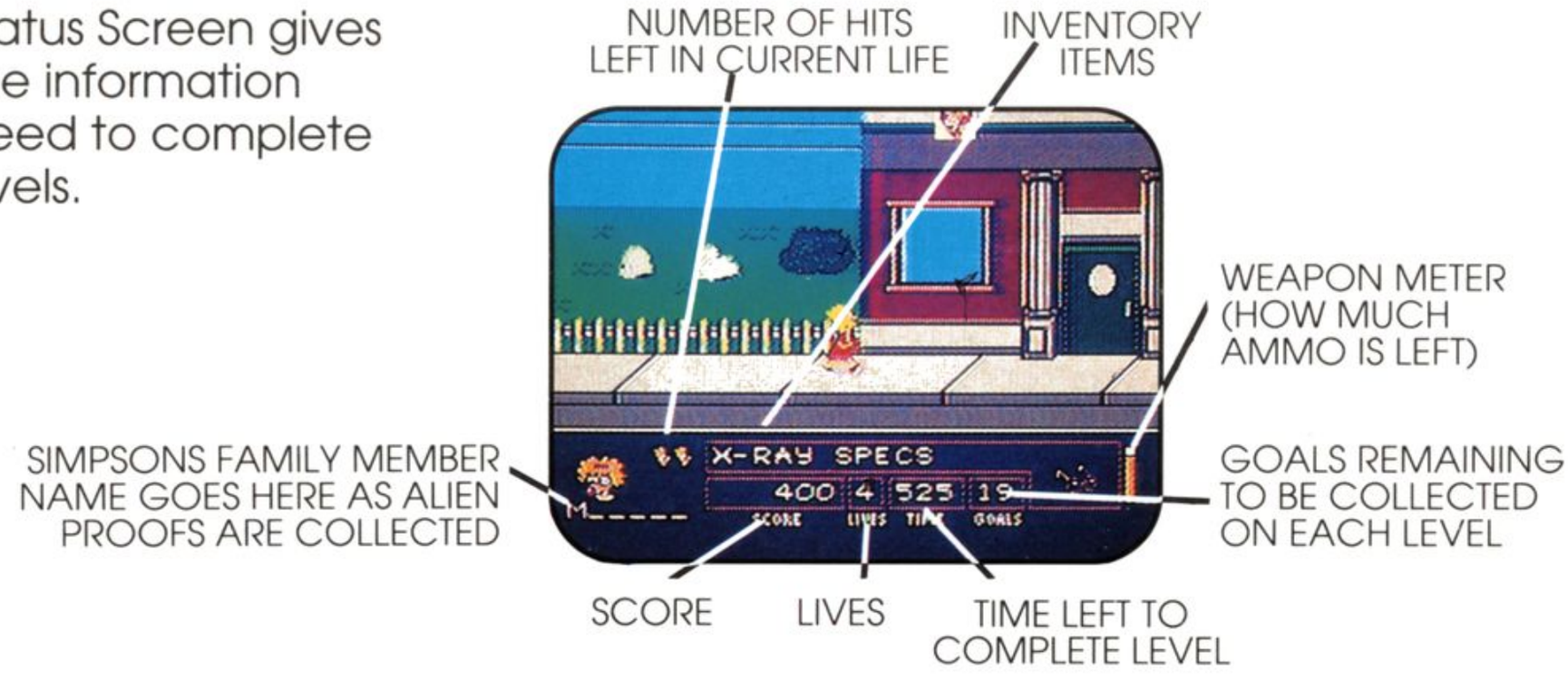
TO USE AN INVENTORY ITEM -
Press START.

TO PAUSE - Select "Pause" in the inventory and press START.

TO CONTINUE - Press START a second time after selecting "Pause."

THE STATUS SCREEN

The Status Screen gives you the information you need to complete the levels.



GETTING THE FAMILY TO HELP

If he tried hard enough, Bart could probably save the world alone, of course. But it'd sure be easier if Homer, Marge, Lisa, and Maggie

could help him. The problem is, Bart doesn't exactly have the best reputation for telling the truth, so he first has to convince his family he's not making this story up.

How does he do it? By jumping on the heads of the people whose bodies have been taken over by Mutants. This forces the Mutants out of the bodies they've been controlling. They then leave behind *proof* of their existence that Bart must pick up before it disappears. Each time he gets one, a letter in the name of one of the Simpsons appears under their picture in the Status Screen. When their name is completely spelled out, that family member helps Bart battle the arch-enemy waiting for him at the end of the level.

Important note:
Don't let Bart jump on the head of someone who isn't taken over by a Mutant! To learn who is and isn't a Mutant, use the X-Ray specs (described in the next section).

PROOF

MATT GROENING

X-RAY SPECS

Make sure the X-Ray specs have been selected from the inventory. Then press START and Bart will look through the glasses and be able to tell which people have been taken over by the Mutants. Be careful: if he hops on the head of someone who hasn't been taken over, he'll be penalized one hit (see "Lives" on page 17).

MUTANT

GOALS

These are the ingredients the Mutants need to build their Ultimate Weapon, which they'll use to conquer the world.

To save the Earth, Bart must collect, destroy, hide, change, and otherwise ruin these

MATT GRO

objects so the aliens can't gather them up. He must collect the amount of items shown on the Status Screen, fight off and avoid a bunch of enemies along the way and then do battle with some evil familiar foes at the end of each level.

If Bart manages to complete an entire level, the Mutants modify their machine so it can use some other ingredient.

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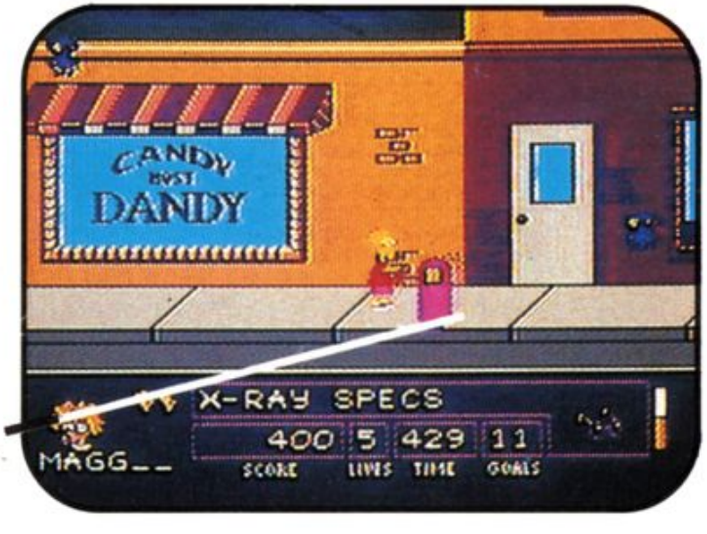
LEVEL 1: THE STREETS OF SPRINGFIELD

PURPLE-COLORED OBJECTS

Purple objects are the first ingredients the Mutants need for their Ultimate Weapon. Be on the lookout for anything colored purple. Bart will be able to use spraypaint in this level, but he won't be able to spray everything. Try to be creative and figure out other ways he can get rid of the purple objects.



PURPLE OBJECT

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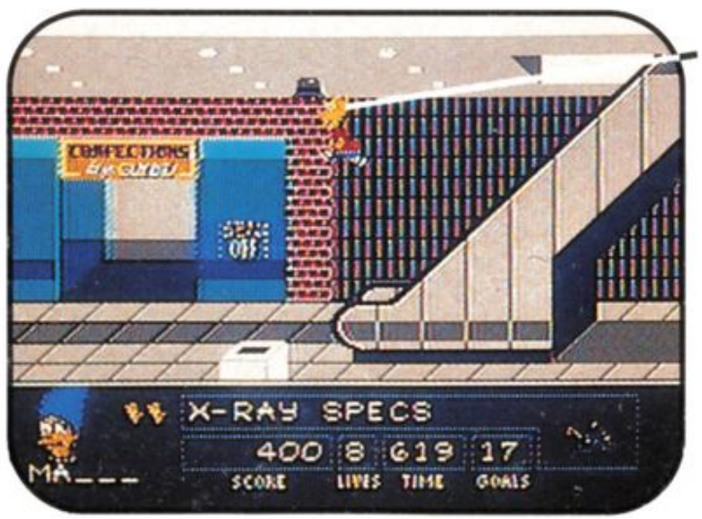
LEVEL 2: THE SPRINGFIELD SHOPPING MALL

HATS

Hats are the Mutants' second choice for building their weapon. Collect as many as you can, but if you come across people who are wearing hats, Bart must first knock the hat off their head before he can collect it.



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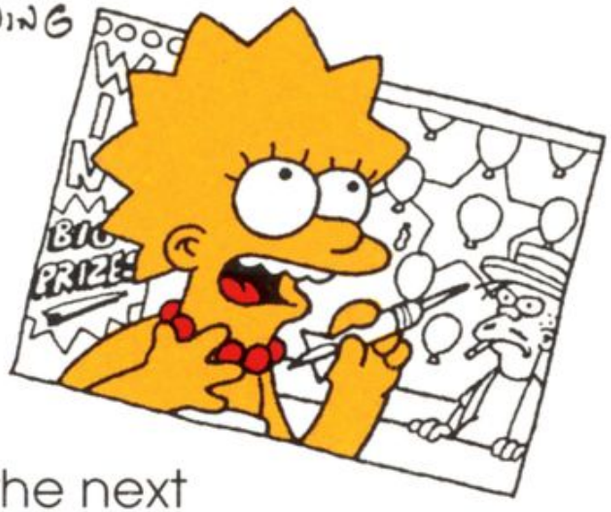


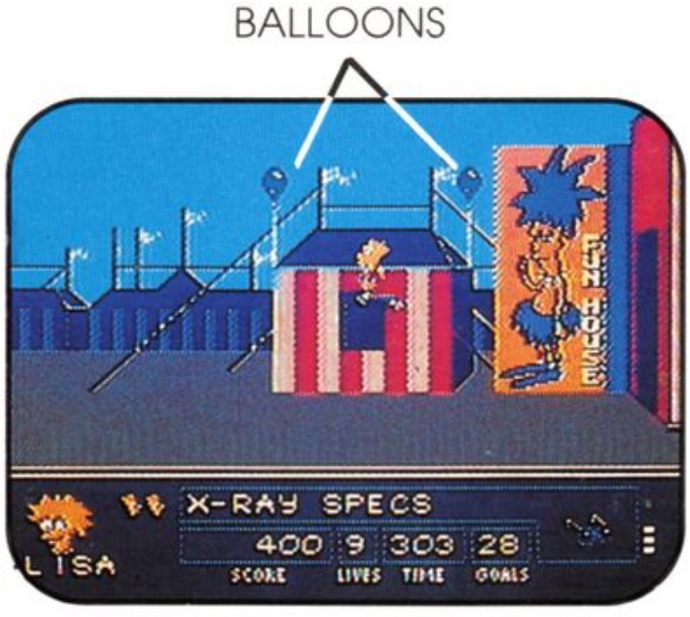
LEVEL 3: KRUSTYLAND AMUSEMENT PARK

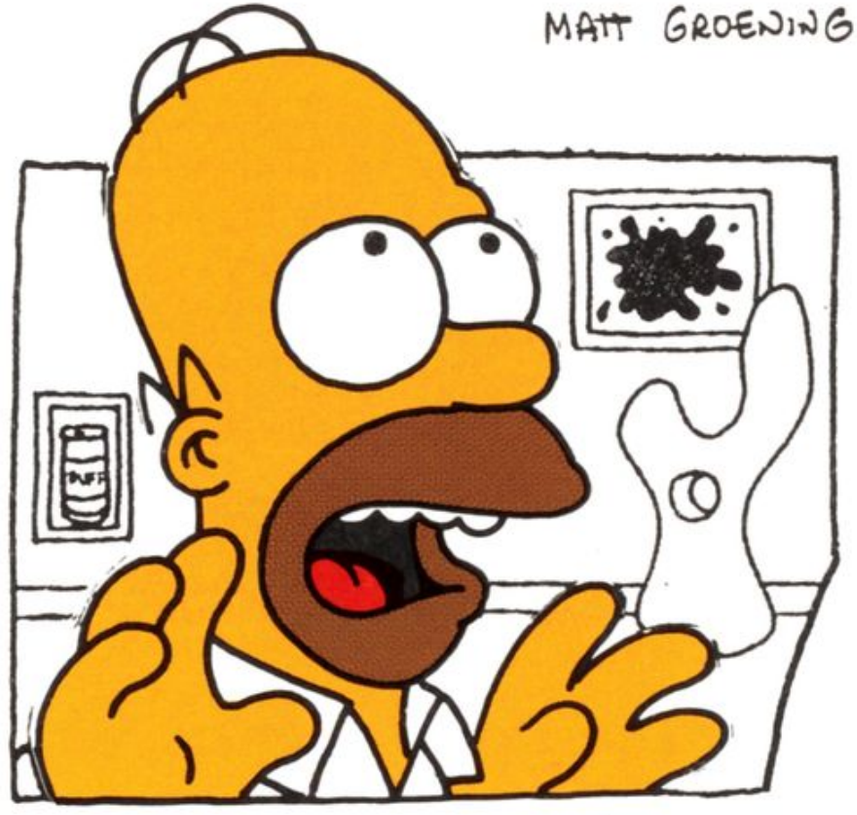
BALLOONS

Balloons are the next ingredient the Mutants will be after. Bart can find them at the Krustyland Amusement Park. He can grab the balloons or shoot them with his slingshot (which is easier), but first he's got to *find* his slingshot.

Bart can also play games of skill and chance at Krustyland. Here's how: Push UP on the CONTROL PAD when he's standing in front of a game. Then you'll see instructions on what to do next. If he

has to shoot or throw, press the B BUTTON (at the shooting gallery use the CONTROL PAD to aim). If he has to place a bet, use the RIGHT or LEFT ARROWS to move the coin, and press the B BUTTON to start the wheel spinning. Remember to have enough coins to play, and also remember that Bart might sometimes have to jump to hit a target.



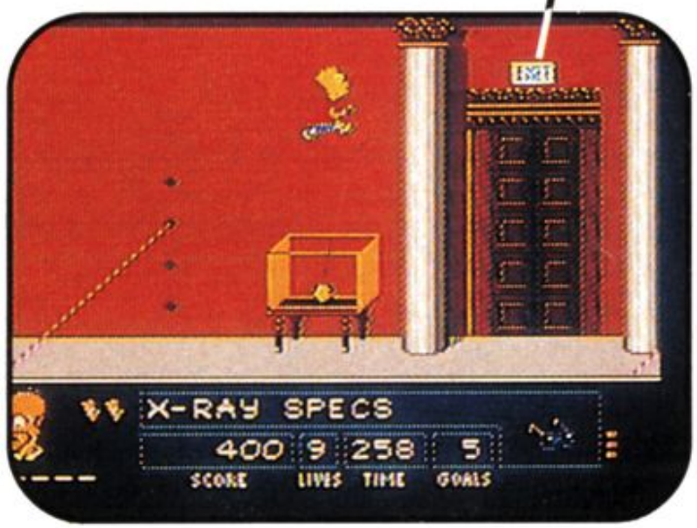


LEVEL 4: SPRINGFIELD MUSEUM OF NATURAL HISTORY

EXIT SIGNS

The next ingredient is exit signs, which the Mutants have snuck into the museum-after hours-to steal. Bart can touch these signs to

EXIT SIGN



collect them, but some of them are pretty high up. If he can't reach them, use the dart guns, which you can pick up along the way. Watch out for the laser alarms and just about everything else here-some things take on a life of their own past closing time.

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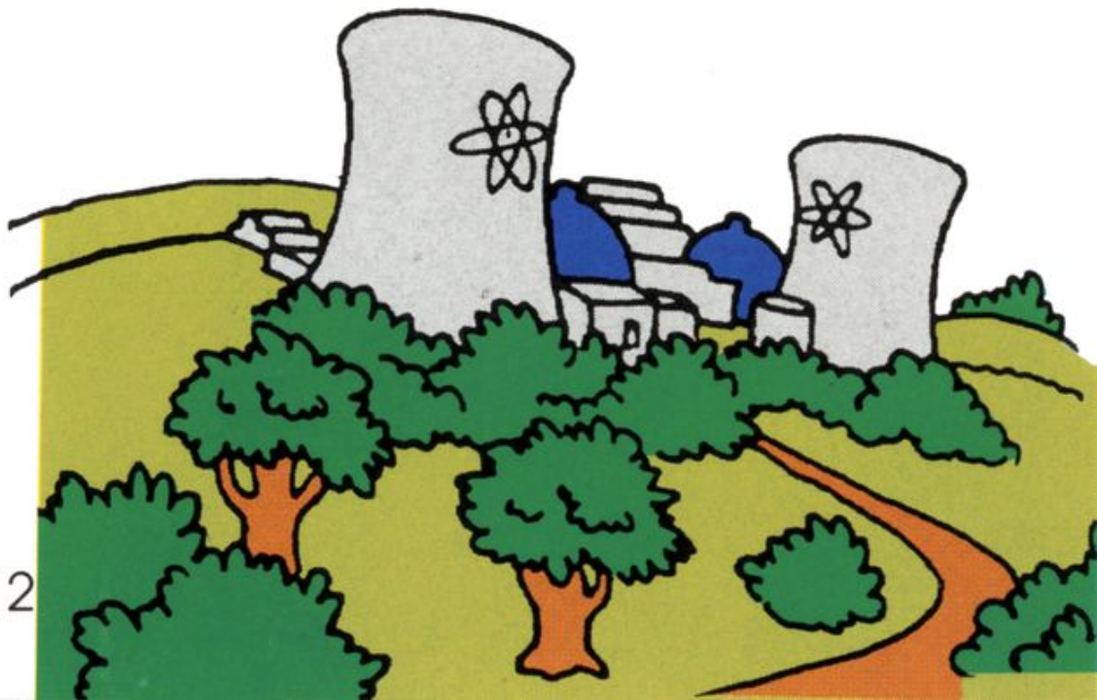
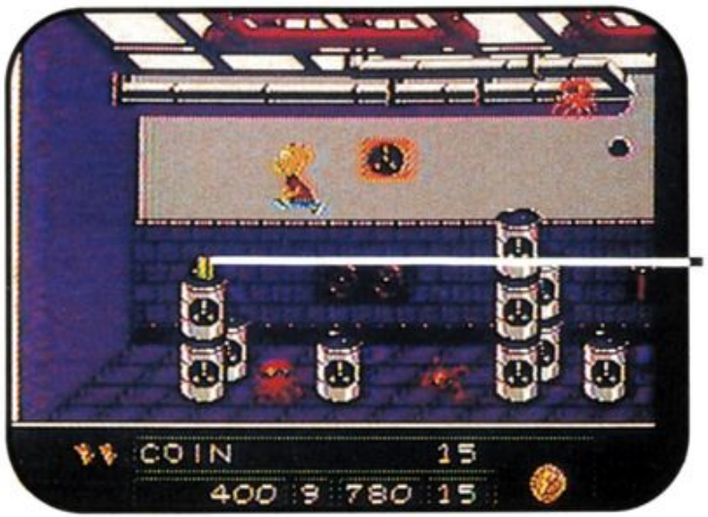
LEVEL 5: SPRINGFIELD NUCLEAR POWER PLANT

POWER RODS

Nuclear power rods are the final ingredient the Mutants can use to build their machine. Bart must make his way around the Power Plant where Homer works, collecting all the rods he can find. Then he has to hightail it to the basement and put them back in the reactor. The maximum amount of rods he can carry at one time is 4 and they're displayed on the Status Screen





where the Simpsons faces were. The reason the faces aren't shown there anymore is because they're all at the plant helping Bart! (See the "Family" and "Friends" sections on pages 18 - 20 to find out what they can do for him.)

THE ELEVATOR AND STAIRS

Bart can't move around the plant unless he uses the elevators or the stairs. To move Bart into the elevator, he has to be standing right in front of it. Press the B BUTTON and the elevator will arrive at his floor and the door will open. Push UP on the CONTROL PAD and he'll enter. Press LEFT or RIGHT on the CONTROL PAD to pick the destination floor, and then press the B BUTTON again. When he gets to that floor, push DOWN on the CONTROL PAD to exit.

Note: Some elevators stop at all floors, some are express.

BART ENTERING AN ELEVATOR

BART ENTERING A STAIRWAY

If you want Bart to use the stairs, push UP on the CONTROL PAD and he'll go in the door. When he's in, hold down the B BUTTON while pressing UP or DOWN on the CONTROL PAD to pick the destination floor. Release the B BUTTON and push DOWN on the CONTROL PAD to exit the stairway. Bart can only travel to one floor at a time.

BART ENTERING A STAIRWAY

WEAPONS

Bart is only allowed to shoot at goals and anything else that's firing or throwing something at him. The way to get weapons is to pick them up as you go along, so keep your eyes peeled. Bart can only use these weapons in the level he finds them in, and pressing the B BUTTON fires them.

After Bart's collected a weapon, he carries it with him at all times until the ammo's used up. Then he loses that weapon and has to find a new one to do more damage with.

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Bart can pick up and carry as many weapons as he can find. But each time he uses one, his ammo supply goes down (paint, darts, slingshot rocks). The Status Screen shows how much ammo he has left.

SPRAYPAINT - You can find these cans on the streets of Springfield. Bart will need them to change the color of some of the purple objects, so don't waste paint!

SLINGSHOT - There are plenty of these around at the Krustyland Amusement Park. You get 12 shots with each one.

DART GUN - Find these on display at the Natural History Museum. Each one's got 12 shots.

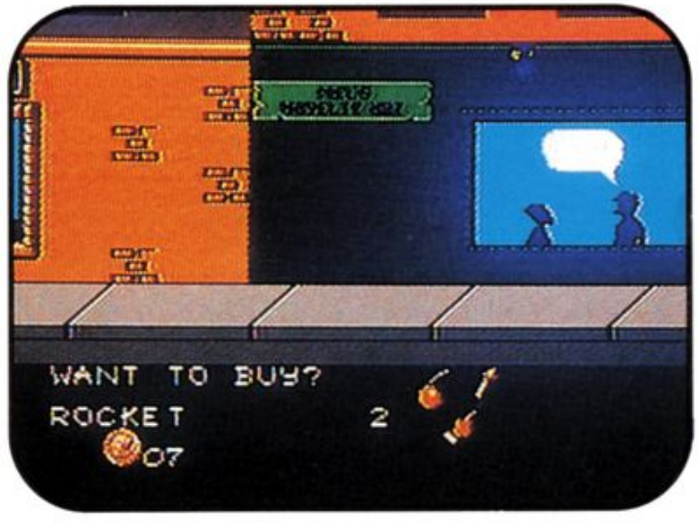
OTHER USEFUL ITEMS

Bart starts out the game with 10 coins, but he'll need a lot more. Coins are necessary to buy things and play games; and for every 15 he collects, he gets an extra life. When he gets that extra life though, 10 coins are subtracted from inventory.

There are other useful objects that will come in handy in the heat of the battle. Try to figure out what they are and how and where to use them. One thing to keep in mind though: you usually can't use something unless you've bought it.

HOW TO BUY

Bart can buy items in most of the Springfield stores. If he's standing by a store entrance, push UP on the CONTROL PAD, and he'll go right in. The owner will ask him what he wants. Push LEFT or RIGHT on the CONTROL PAD to choose an item. Then press either the A or B BUTTON for each one you want to buy. The item will go into inventory. To get



Bart out of the store, push DOWN on the CONTROL PAD.

Remember, these items cost money, so make sure Bart has enough coins. And here's a little tip about the rockets: if you want Bart to fire one, hurry up and make him light it. Those sparklers don't last forever.

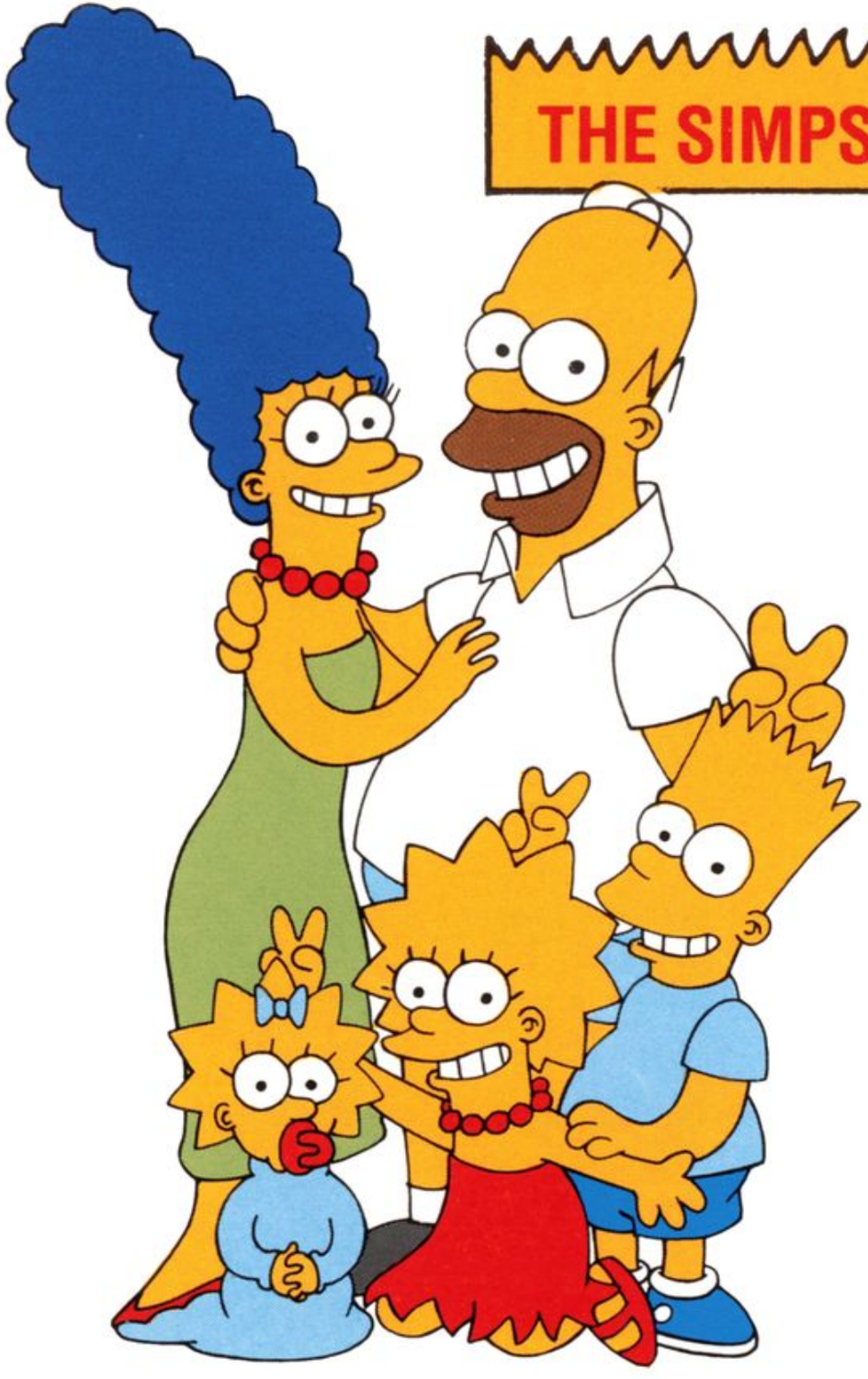
LIVES

Bart gets a total of 3 lives. For each life he uses, Bart can sustain two hits. The second time Bart is hit, he loses that life.

The only times Bart can lose one full life immediately is when he falls into a pit, wet cement, quicksand, etc.

Bart gets extra lives (sometimes one, sometimes more than one) when he finds the Krusty faces, and one extra life for every 15 coins he collects. Each of those lives consists of two hits.

THE SIMPSONS



Remember, the other Simpsons will only help Bart in Levels 1-4 if he can get enough alien proofs to make them believe him. If he makes it to Level 5, the Power Plant, the whole family will be there for him.

MARGE

Bart's loving mom will be at the mall if he needs her, and at the Power Plant to ease his burden.

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LISA

Bart's brainy sister can help out at Krustyland, and the two can make a winning combination at the Power Plant.

Bart's baby sister who is too young to talk, but not too young to help.

HOMER

Bart's dad will watch out for him at the museum, and at the plant, too, but only if Bart finds him some boxes of donuts.

MATT GROENING

BART'S FRIENDS

KRUSTY THE CLOWN - TV show host and Bart's comedy hero. Look for him to get extra lives.

JEBEDIAH SPRINGFIELD - The beloved founder of Springfield who can give Bart the power of invincibility.

BART'S FOES

The chief Mutants have sent these soldiers to carry out their plan:

ZEBLOID - These hairy aliens hop up and down and back and forth.

GLONDIP - They mostly crawl around the ground, but some of them hop up and down.

KILLER KLOWN - They can be found all around Krustyland, trying to help the Mutants wipe Bart out.

This next bunch is totally evil; Bart's fought them all before. Now they want revenge-even if it means selling out the Earth to the Mutants!

NELSON - Springfield Elementary's biggest bully. His weapons of choice are water balloons at 20 paces.

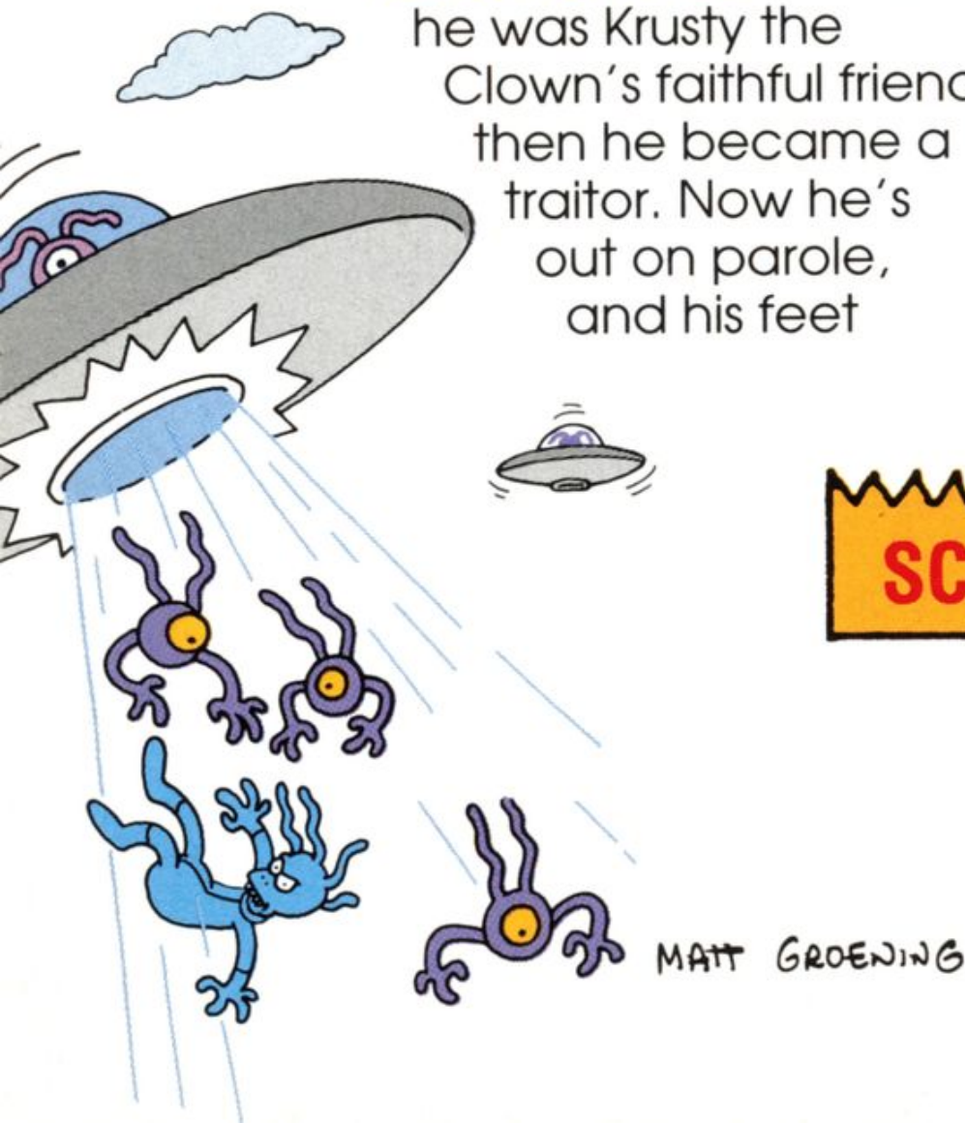
MS. BOTZ - The notorious Babysitter Bandit, a fugitive on the loose, and one of America's Most Armed and Dangerous. She stashes what she steals in suitcases and maybe Bart can use that against her.

SIDESHOW BOB - Once he was Krusty the Clown's faithful friend, then he became a traitor. Now he's out on parole, and his feet are as big as ever.

DR. MARVIN MONROE - Local family counselor, radio call-in show host, quack. He likes using shock therapy, but lately he's gone soft in the head.

ADIL - Albanian superspy, explosives expert and former foreign exchange student.

JIMBO - The absolute worst kid in school, a skateboard freak and the only teenager in fifth grade.



SCORING

You can earn points for defeating enemies and accomplishing certain tasks. Here's what they're worth:

ITEM	POINTS
END-OF-LEVEL ENEMIES	1,000
MAJOR ENEMIES WITHIN LEVEL	500
REMOVING ALIEN FROM HUMAN	200
KRUSTY THE CLOWN FACE (EXTRA LIVES)	100
PROOF	100
GOAL	100
JEBEDIAH HEAD (INVINCIBILITY)	50
COIN	50
COMPLETE LEVEL	Time remaining on clock X 10

MATT GROENING

TIPS

- Always check the clock and keep track of the time.
- Try jumping on things, around things, and on top of things. You never know what will turn up.
- In Springfield, try to discover what ledges Bart can stand on.
- There are lots of ways to get rid of purple-colored objects. Be creative and experiment!
- At the mall, Bart can't jump on a lollipop if its stick is pointed straight up or down.
- Collect plenty of Krusty faces, weapons, and coins.
- There are warp zones, so try to discover them. Keep in mind that Bart can only warp to another place in the same level.

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- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

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